

Ryzom - Bug # 1031

Status:	Closed	Priority:	Normal
Author:	kervalva	Category:	Client: General
Created:	07/27/2010	Assignee:	kervalva
Updated:	11/06/2010	Due date:	
Subject:	Music is "stopped" when client is loading with OpenAL driver		
Description			
After the character selection, the music is stopped. In fact, the client is setting the SFX volume to 0 and in OpenAL driver, setting the listener volume to 0 affects all sources even music channels.			

History

#1 - 07/27/2010 07:30 pm - kervalva

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r544.

#2 - 07/27/2010 07:33 pm - kervalva

- Target version set to Version 0.8.0

#3 - 11/06/2010 09:30 am - kervalva

- Status changed from Resolved to Closed